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### DRAM 103A.02: Introduction to Theatre Design

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# Drama 103A 01/02 Introduction to Theatre Design

Meeting Times for section 01: Tue-Thur 11:10-12:30 JRH 204

Meeting Times for section 02: Tue-Thur 12:40-2:00 GBB L14

**Instructor:** Alessia Carpoca

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Welcome to Introduction to Theatre Design. This class will introduce the theatre and non-theatre student to the basic elements of theatre design and drawing. By the end of the semester the student should be able to demonstrate:

- 1: The ability to understand a text and its characters and to create and draw visual images for the stage from it.
- 2: The ability to communicate his/hers vision of a play to other members of a creative team.
- 3: The ability to sketch basic design ideas.
- 4: The ability to speak with other theatre people using the right terminology.
- 5: Ultimately to gain a deeper appreciation and understanding of all performing arts and of how a creative team of designer can contribute to the success of a performance.

Class format: Lecture in-class and out-of-class projects, presentations of individual and collaborative work. The class has a course supplement using UM Online Blackboard Website. The syllabi, research materials, useful links, e-mails and contact info of the entire class will be in it.

## Class Policies:

1. I'm requesting that you assist me in maintaining the best space possible for interaction and learning. Disruptions to this positive and safe atmosphere will not be tolerated. To that end, cell phones should be turned off or (if absolutely necessary) taken immediately out of the room if it rings. Do not talk during class unless you are contributing to the discussion. Common sense and common courtesy will enable you to participate fully in this class and for the class as a whole to move forward.
2. Class attendance is your responsibility. Your grade will drop 20 points for each absence after 3 unexcused absences. Tardiness is annoying and not tolerated in professional situations and I request that you be on time. Also, if you must leave class early please inform me prior to the start of class.
3. Your classmates and your teachers cannot read your mind. It is your right and responsibility to share your ideas, questions and needs with your colleagues in the classroom.
4. The instructor will make any effort to accommodate students with disabilities. Please talk to me.
5. Any work not turned in will be assigned zero points rather than an F grade.
6. All written projects must be typed. Double spaced with 12pt. font. Un-typed work will not be accepted.

Each student will be responsible for a note book/resource file (3 ring binder) for Project 1, 2, 3. This notebook will document in separate sections, all the work done for each project, for example: character research, character clothing, graphic sources and supporting research (social, economic, political etc), costume renderings, set renderings, collages etc. For the group design project one binder will represent the work of the entire group.

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or a disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available for review online at

<http://www.umt.edu/SA/VPSA/Index.cfm/page/1321>.

All Drama/Dance students must have an in-depth knowledge of the practices and procedures outlined in the Department of Drama/Dance Handbook. The Handbook is available online at <http://www.sfa.umd.edu/drama/index.html>.

#### Texts required:

Dram 103 1-2 Introduction to theatre Design Course Pack.

“Present Laughter” by Noel Coward for the Group Project.

#### Grading:

Assignments are due on the date given on the course outline.

Here is what I will look for when grading, in order of priority:

- 1) did you complete the entire assignment?
- 2) did your work show signs of improvement from start to finish?
- 3) did you follow instructions as well as you could?
- 4) did you do more than was assigned?
- 5) how "good" is your work compared to:

your other work in class, others' work in this class

You will earn points rather than letter grades for your projects. At the end of the semester points will be translated into letters following the university guidelines. If you do not show up for the group presentation you will receive 0 points for that project (and you will probably fail this class since the project is 30% of your grade)

#### Grade Weight:

|   |  | Due date                                    | Points |
|---|--|---|--------|
| <b>Project 1</b>                                      | <u>Individual</u><br><i>Costume Design</i>   | Sep 13                                      | 100    |
| <b>Project 2</b>                                      | <u>Individual</u><br><i>Set Design</i>   | Oct 04                                      | 100    |
| <b>Project 3</b>                                      | <u>Individual</u><br><i>Lighting Design</i>  | Oct 23                                      | 100    |
| <b>Theatre Terms Quiz</b>                             | <u>Individual</u><br>Quiz on Theatre Terms studied in class and through the course package.  | Oct 25                                      | 150    |
| <b>Assignment 1-6</b>                                 | <u>Individual</u><br>Drawing Assignments   | Sept 4<br>18<br>25<br>Oct 11<br>18<br>Nov 1 | 150    |
| <b>Design 1<br/>“Present Laughter” by Noel Coward</b> | <u>Group</u><br>Critique. Every group should bring text analysis, character analysis, set, costume, and lighting ideas and present it to the class. Handle it to me after the presentation in a binder with the group list of names. | Dec 4 or 6                                  | 300    |
| <b>Final Project</b>                                  | <u>Individual</u><br>Due to my office by Tuesday Dec 11 <sup>th</sup> by 4 pm.<br>PARTV Building Room 198 in the box in front of the door.   | Tuesday Dec 11 <sup>th</sup> by 4pm.        | 100    |
| <b>Total:</b>   |  |   | 1000   |

#### Tools & Materials List

- Soft pencils (2B)
- Erasers (kneaded grey) and sharpener
- Pastel pencils (Generals 12 box \$11.12)

- A decent sketchpad bigger than 8.5 x 11 inches for class exercises.
- Stump Blender
- \_\_\_\_\_
- Scissors
- X-acto knife with blade n.10
- 18" Straight edge ruler (a metal one will be better)
- Construction paper various colors
- Fashion magazines (not your favorites we will cut them during class....)
- Sobo craft glue or elmers glue
- Masking tape
- Painting palette
- Cheap Brushes (Dynasty or Princeton) and acrylics (discuss in class)
- 3 ring binder in which to keep your work.
- 3 sheets of black 1/8" foam core for each group (discuss in class)
- Bass or balsa wood sticks for each group (discuss in class)

### **Course Schedule:**

Please note that this may change due to a variety of circumstances, large-scale changes will result in the issue of a new schedule, and minor alterations will be handled in class.

| <b>Date</b> | <b>Topic</b>  | <b>Assignment / Activity</b>   | <b>% Points</b> |
|-------------|---|--|-----------------|
| 8/28/06     | Introduction, syllabus, theatre jobs.   | Read first 5 pages in course package   |                 |
| 8/30/06     | Drawing on the Right side of the Brain, Negative Space drawings. Classifications of characters. Costume Design Basics.<br><i>Vase/Face Project</i>                            | <b>Assignment 1: do 2 negative space drawings. Due Sept 4</b><br>Listen/ watch the dance performance and first make a list using the 9 classifications that will determine characterization for the dancer. After write a 1-page bio/story of the character. |                 |
| 9/04/06     | <b>Assignment 1 due: 2 negative space drawings</b><br>Research materials<br><i>Cinderella Project</i>   | Research colors and materials appropriate for the female (10-12 images each)<br>Read Copy Drawing (Blackboard) and look at the examples.   | 25              |
| 9/06/06     | Elements and Principles of visual language.<br><i>Still Life Project</i>  | <b>Assignment 2: Do 1 Copy Drawings of a person - due Sept 18</b><br>Create a line drawing for the 2 costumes your character needs using the template provided   |                 |
| 9/11/06     | Costume Design<br><u>Bring pencils, pastels, etc....</u><br><i>Costume Renderings</i>   | Read "The Costume Designer" in course package and finish your costume design and research folder.  |                 |
| 9/13/06     | <b>Project 1 due.</b> Theatre Terminology. <u>Class meets in the lobby of the Montana Theatre</u>   | Read " <b>The coming out of Maggie</b> " and An explanation of perspective basics and Drawing in One-Point Perspective (Blackboard)  | <b>100</b>      |
| 9/18/06     | <b>Assignment 2 Due: 1 Copy Drawing of a person</b><br>Discuss "The Coming out of Maggie"<br>Sketching objects in perspective: basic shapes and rules<br><i>Bread Project</i> | <b>Assignment 3: Do 2 sketches of simple objects using perspective due Sept 25</b>   | 25              |
| 9/20/06     | Performance spaces. Locations, time ext.<br><i>Landscape Project</i>  | Write a list of locations, time, season etc and analysis of play 2. Read from page 12 to 25 of course package  |                 |

|          |  |   |     |
|----------|--|---|-----|
| 9/25/06  | <b>Assignment 3 due: 2 sketches of simple objects using perspective.</b> Realism versus abstraction. Primary and secondary research for set.<br><i>Sketching Set Ground Plan</i> | Research images for play 2 (include 5 images for each locations and 10 images of props)   | 25  |
| 9/27/06  | Principles of composition and visualization of space.<br><u>Bring scissors, glue, 8 1/2"x11" paper</u>   | Write a "laundry" list. Finish Set Design Collage   |     |
| 10/02/06 | Set Design<br><u>Bring pencils, pastels, etc....</u><br><i>House Project</i>   | Read "The Set Designer" in course package and finish your set design and research binder.<br><b>Assignment 4: Do 1 Out-door sketch including at least 1 natural element and 1 building due Oct 11.</b>                                  |     |
| 10/04/06 | <b>Project 2 due.</b><br>Sketching complex objects in perspective.<br><i>Furniture Sketch</i>  | <b>Assignment 5: Do 1 sketch of a building, pre -1900, and 1 sketch of furniture due Oct18</b><br>Read Sketching buildings and furniture and look at the examples. You might also want to review the explanation of perspective basics. | 100 |
| 10/09/06 | Drawing light and shadow - discuss light and shade, contrast, composition, and emphasis, techniques.<br><i>Light and Shadow Sketch</i>   | <b>Assignment 6: Do 2 Drawings of "dramatic moments" due Nov 01</b><br>Read Drawings of "dramatic moments" and Light and Dark Studies of a "simple set" and look at the examples  |     |
| 10/11/06 | <b>Assignment 4 due: 1 Outdoor sketch including at least 1 natural element and 1 building</b><br>How to start a lighting design  | Read "The Lighting Designer" in course package<br>Develop a lighting concept and a list of necessities  | 25  |
| 10/16/06 | Work in class on Assignment 5<br>How to prepare the paper work.  | Create a research folder for lighting effects   |     |
| 10/18/06 | <b>Assignment 5 due: 1 sketch of a building pre -1900, and 1 sketch of a piece of furniture.</b><br>Make a storyboard. Bring to class research and Your set design for project 2 | Finish the storyboard.  | 25  |
| 10/23/06 | <b>Project 3 due.</b><br><u>Review of all chapters</u>   |   | 100 |
| 10/25/06 | <b>QUIZ</b>  | Read "Present Laughter" by Noel Coward  | 150 |
| 10/30/06 | Collaboration and the final idea.<br>In class discussion and group division  | Start developing a text and character analysis<br>Research images for set design and costume  |     |
| 11/01/06 | <b>Assignment 6 due: 2 Drawings of "dramatic moments"</b> Start working with your group on ground plan and initial Set sketch.   |   | 25  |
| 11/06/06 | <b>HOLIDAY</b>   |   |     |
| 11/08/06 | <b>Ground Plan and initial Set Design Sketch Due.</b><br><u>Bring foam core, x-acto knife, rulers ect will build a model box for the set.</u>                                    | Research images for lighting design   |     |
| 11/13/06 | Bring paper and pencils to work on costumes  |   |     |
| 11/15/06 | Work in class on lighting design   |   |     |
| 11/20/06 | Portfolio and presentation tools and skills  |   |     |
| 11/27/06 | Work in progress   |   |     |
| 11/29/06 | Work in progress   |   |     |
| 12/04/05 | <b>Critique Design 1.</b> Every group should bring text analysis, character analysis, set, costume, lighting ideas and present it to the class                                   |   |     |
| 12/06/05 | <b>Critique Design 1.</b> Every group should bring text analysis, character analysis, set, costume, lighting ideas and present it to the class                                   |   | 300 |

|          |                      |   |            |
|----------|----------------------|---|------------|
| 12/11/05 | <b>Final project</b> | <b>Due to my office by Tuesday Dec 11<sup>th</sup> by 4pm.<br/>PARTV Building Room 198 in the box in front of the door.</b> | <b>100</b> |
|----------|----------------------|---|------------|